

Wherefore, having thus described the present invention, what is claimed is:

5           1.     A method for viewing and controlling an animation sequence of a presentation program comprising the process actions of:

              displaying at least one animation on object user interface in close proximity of an object to be animated indicating an animation effect sequence of said object; and

10           allowing a user to manipulate the animation using said at least one animation on object user interface.

              2.     The method of Claim 1 wherein the animation on object user interface displays a number that represents a number in a sequence of input device

15           selection actions that cause an animation effect on that object.

              3.     The method of Claim 1 wherein said at least one animation on object user interface is associated with an effect in a list of animation effects in animation

20           sequence order.

              4.     The method of Claim 3 wherein each effect in said list of animation effects represents its order in a sequence of computer input device selection actions.

5. The method of Claim 4 wherein when at least one of said effects on said list of animation effects is selected, a corresponding animation on object user interface associated with said object is selected.

5 6. The method of Claim 5 wherein when at least one of said effects on said list of animation effects that was previously selected is deselected, said corresponding animation on object user interface associated with said object is deselected.

10 7. The method of Claim 5 wherein said animation on object user interface changes so as to graphically indicate to the user that the effect has been selected when at least one of said effects on said list of animation effects is selected.

15 8. The method of Claim 4 wherein when one of said effects on said list of animation effects is deleted, a corresponding animation on object user interface associated with said object is deleted.

20 9. The method of Claim 4 wherein when the animation order of one of said effects on said list of animation effects is changed, the corresponding animation on object user interface animation order is changed.

10. The method of Claim 5 wherein said animation on object user interface displays a pop-up window when said animation on object user interface is selected.

5 11. The method of Claim 10 wherein said pop-up window displays additional information associated with said animation on object user interface.

12. The method of Claim 10 wherein said pop-up window allows the user to manipulate the animation of said object.

10 13. The method of Claim 1 wherein only one animation on object user interface is displayed if multiple animation effects are associated with a single input device selection action.

15 14. The method of Claim 1 wherein multiple animation on object user interfaces are displayed if multiple animation effects are associated with multiple input device selection actions.

20 15. The method of Claim 2 wherein said number is appended with an ellipsis if there are more animation on object user interfaces than there is space to show at the side of the associated object being animated.

16. The method of Claim 1 wherein said animation on object user interface controls are rendered in number order along the left vertical edge of an imaginary bounding box of said associated object.

5 17. The method of Claim 1 wherein the number of animation on object user interfaces that will fit along the edge of an associated object to be animated is preferably determined by the height of a display area displaying and the height of said object.

10 18. The method of Claim 17 wherein the number of animation on object user interfaces displayed is increased when the size of the display is expanded.

19. The method of Claim 17 wherein the number of animation on object user interfaces displayed is decreased when the size of said display is decreased.

15 20. The method of Claim 1 wherein more than one column of animation on object user interfaces is displayed along an object when two animation objects are displayed in the same general space in the display.

20 21. The method of Claim 1 wherein the user can use keyboard keys to activate the animation OUIs.

22. The method of Claim 1 wherein the user can use input device selection actions to activate the animation OUIs.

23. The method of Claim 2 wherein more than one animation effect can be combined, such that said more than one animation effect will occur at the same time in said animation sequence.

5 24. The method of Claim 2 wherein more than one animation effect occurring at the same time on said object can be separated, such that said more than one animation effect will occur at different times in said animation sequence.

10 25. A computer-readable medium having computer-executable instructions for controlling and displaying the animation sequence, said computer executable instructions comprising:

displaying at least one animation tag near an object to be animated, said animation tag indicating an order of at least one animation effect on said object; and

15 allowing a user to manipulate the order of said at least one animation effect using said at least one animation tag.

26. The computer-readable medium of Claim 25 wherein the animation tag displays an indicator that represents a number in a sequence of input device  
20 selection actions that cause an animation effect on said object.

27. The computer-readable medium of Claim 25 wherein said at least one animation tag is associated with an effect in a list of animation effects in animation sequence order.

28. The computer-readable medium of Claim 27 wherein each effect in said list of animation effects represents its order in a sequence of computer input device selection actions.

5 29. The computer-readable medium of Claim 27 wherein said computer executable instructions further comprise at least one of:

selecting at least one of said effects on said list of animation effects such that a corresponding animation tag associated with said object is selected;

deselecting at least one of said effects on said list of animation effects that  
10 was previously selected such that said corresponding animation tag associated with said object is deselected.

30. The computer-readable medium of Claim 27 wherein said animation tag changes so as to graphically indicate to the user that the effect has been  
15 selected when at least one of said effects on said list of animation effects is selected.

31. The computer-readable medium of Claim 27 wherein when one of said effects on said list of animation effects is deleted, a corresponding animation  
20 tag associated with said object is deleted.

32. The computer-readable medium of Claim 26 wherein when the animation order of one of said effects on said list of animation effects is changed, the corresponding animation tag order is changed.

33. The computer-readable medium of Claim 26 wherein said number is appended with an ellipsis if there are more animation tags than there is space to display at the side of the associated object being animated.

5 34. The computer-readable medium of Claim 25 wherein more than one column of animation on object user interfaces is displayed along an object when two animation objects are displayed in the same general space in the display.

10 35. The computer-readable medium of Claim 25 wherein a first object overlaps a second object and wherein a first animation tag associated with said first object is displayed in the foreground when no object is selected.

15 36. The computer-readable medium of Claim 25 wherein several objects overlap and wherein the animation tag associated with a selected object comes to the foreground.

20 37. The computer-readable medium of Claim 25 wherein said animation tag is visible when an animation sequence is being created and edited, and wherein said animation tag is not visible when said animation sequence is viewed by an audience.

38. The computer-readable medium of Claim 25 wherein the user can use keyboard keys to activate the animation tags.

39. The computer-readable medium of Claim 25 wherein the user can use input device selection actions to activate the animation tags.

40. The computer-readable medium of Claim 26 wherein the user can set the animation order by using a graphical control that allows the user to increment or decrement a value using a input device selection action associated with a pop up window given when the user selects the OOUI.

41. A system for displaying and controlling an animation sequence, the system comprising:

- a general purpose computing device; and
- a computer program comprising program modules executable by the computing device, wherein the computing device is directed by the program modules of the computer program to,
  - display at least one animation tag near an object to be animated, said animation tag indicating an order of at least one animation effect on said object; and
  - allow a user to manipulate the order of said at least one animation effect using said at least one animation tag.